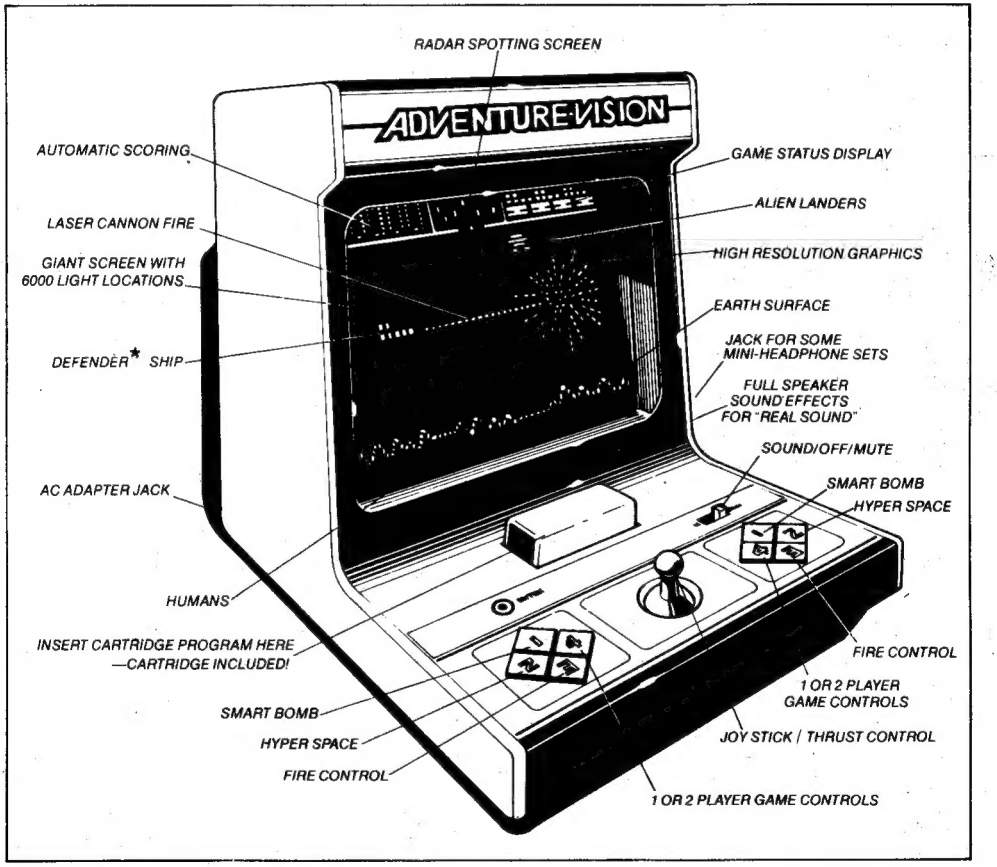
No. 6075

ARCADE

ADVENTURE VISION™



ENTEX ELECTRONIC ARCADE

© 1982 ENTEX INDUSTRIES INC. COMPTON CA 90220 PATENT PENDING MADE IN TAIWAN

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Welcome to the exciting world of ENTEX' new tabletop cartridge game system. Adventure Vision is a totally new and unique concept in personal graphics display. It utilizes computer age solid state electronics and through its special viewing screen systems, enables us to place over 6,000 separate and distinct light locations for a graphic display that is virtually unequaled.

1. POWER

The Adventure Vision system is powered by 4 "D" size batteries. Remember that, in all electronics, alkaline batteries will give you the longest life. And, when switching game from ON to OFF and back to ON again, allow a few seconds in the OFF position to permit the microprocessor time to reset; otherwise, the screen will appear completely red.

2. VIEWING SCREEN

The viewing screen is fitted with a special filter designed to discourage excessive light from entering the viewing area. Treat this lens as you would any optical quality filter. Clean only with a soft, damp cloth. NEVER CLEAN WITH ANY MATERIAL THAT WILL SCRATCH A PLASTIC SURFACE.

> For best game play, use in a darkened room. Should not be used in any area lighted by fluorescent fixtures.

3. SOUND

Your Adventure Vision game unit has a special internal sound effects generator and a full speaker to furnish the user with full fidelity sound effects. The game can be played in either the ON mode, which gives full sound effects, or the MUTE mode, which turns off the sound. For personal sound, we have put in a jack for the new mini size stereo head sets. To use your own headphones, plug the headphone plug into the indicated jack and turn the power switch to the MUTE position. Headphones are not included with Adventure Vision, but can be purchased at most audio supply departments.

4. GAME PLAY

For specific game play instructions, please refer to the individual instruction sheet furnished with your cartridge.

5. CARTRIDGE PORT

This port is designed to accept ENTEX Adventure Vision game cartridges only! NEVER PLACE A CARTRIDGE IN THE PORT WITH THE GAME TURNED ON. THIS CAN SERIOUSLY DAMAGE YOUR CARTRIDGE. Always make sure the game is turned **OFF** before placing the cartridge in the port. Plug the cartridge into socket with the label facing you as it will not go in if turned around. When the game is not in use, it is suggested that you leave a cartridge installed to prevent foreign objects from collecting in it.

6. CONTROLS

A. SOUND — OFF — MUTE

The OFF position turns all power off. SOUND turns the game on with full sound effects. MUTE turns the game on with no sound effects and is also used when using the headphones.

B. JOY STICK

Depending on the same cartridge used, this JOY STICK will control the movement of a character described in your specific game instruction booklet. It should be treated with care and not forced in any direction.

C. CONTROL BUTTONS 1, 2, 3, and 4

The game unit features eight control buttons numbered 1 through 4; numbers 1 through 4 on the right hand side and duplicates of the controls on the left hand side. For single player games, this is done so that both a right or left handed player can play in comfort.

7. CARE OF UNIT

1. Treat this game as you would any electronic device.
2. Do not expose the game to extremes of heat or cold.
3. Always turn the game off when not in use.
4. If game malfunctions or display gets dim, try 4 new "D" batteries.
5. Never leave dead batteries in the game.
6. Remove batteries if you plan to store the game.
7. Do not unscrew the back. There are no user serviceable parts.

This exciting game uses the latest Entex Electronics technology. You will notice a slight amount of flicker during game play; this is normal and to be expected.

90-DAY WARRANTY

Entex Industries warrants to the original consumer purchaser that this electronic game and cartridge will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period, Entex will, at its option, repair or replace a defective game without charge after the game has been returned postage prepaid and insured with proof of date of purchase to Entex Industries, Repair Center, 303 West Artesia Boulevard, Compton, California 90220.

Games returned without proof of date of purchase or after the 90-day warranty period will be repaired or replaced with a reconditioned unit (at Entex's option) for a service charge, as follows:

Adventure Vision and one cartridge	$40.00
Adventure Vision unit only	$32.00
Adventure Vision cartridge only	$ 8.00

Entex is not obligated to repair or replace any games returned after one year from the date of purchase. If you return a game after one year from the date of purchase or Entex finds that the game has been abused, misused or altered, you will be advised of additional anticipated repair cost prior to commencement of any repair work.

This warranty gives you specific legal rights and you may have other rights that vary from state to state. This warranty is made in lieu of any other express warranty and does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship. Entex's exclusive liability for defects in material and workmanship shall be limited to repair and replacement at an authorized Entex service station. Entex shall in no event be liable for incidental or consesquential damages, although in states which do not allow the exclusion or limitation of incidental or consequential damages, the foregoing limitation or exclusion may not apply to you.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
   Entex Industries Repair Center
   303 West Artesia Blvd.
   Compton, CA 90220
3. Apply correct postage stamps, insure the unit; then mail.

If additional **ADVENTURE VISION** cartridges are not available in your area, you may order these, all based on exciting arcade games:

TURTLES™ — The exciting game of chase and rescue

SUPER COBRA™ — You're the pilot of a super chopper on a mission to the secret enemy base.

SPACE FORCE™ — As the pilot of a spacecraft, it is your mission to destroy the alien attackers.

Cartridges come complete with playing instructions.

ORDER FORM

HELEN PARTS
ENTEX INDUSTRIES, INC.
303 West Artesia Blvd.
Compton, CA 90220

Please send me the following Adventure Vision game cartridges:

	Price	Quantity	Total
No. 6076 Adventure Vision — **TURTLES**	$18.00	_____	_____
No. 6077 Adventure Vision — **SUPER COBRA**	$18.00	_____	_____
No. 6078 Adventure Vision — **SPACE FORCE**	$18.00	_____	_____

(Includes postage & handling)

L.A. Co. res. add 6-1/2% sales tax; all other Calif. res. add 6% sales tax _____

Total _____

Check Enclosed _____

Send to:
Name: _____

No./Street _____

City/State/Zip _____

SPACE FORCE Licensed by Venture Line TURTLES Licensed by Konami SUPER COBRA Licensed by Konami